

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

- 1 1. (Currently Amended) A method of simulating game state changes
2 responsive to an interrupt condition in a computer-implemented racing game, comprising:
3 automatically generating an interrupt condition during game play of the racing
4 game at a first game state, the first game state having a first set of statistics for a plurality of race
5 participants associated therewith;
6 responsive to said interrupt condition, interrupting game play and calculating a
7 second set of statistics associated with a second game state for said plurality of race participants
8 by simulating events that occur after the first game state based on the first set of statistics so as to
9 produce a second set of statistics associated with a second game state; and
10 resuming game play of the racing game in the second game state.
- 1 2. (Original) The method of claim 1, wherein the interrupt condition is a
2 computer generated condition.
- 1 3. (Original) The method of claim 2, wherein the interrupt condition
2 includes a user entered selection responsive to the computer generated condition.
- 1 4. (Original) The method of claim 3, wherein the computer generated
2 condition includes a yellow flag cautionary event, and wherein the user entered selection
3 includes a decision to make a pit stop.
- 1 5. (Currently Amended) The method of claim 2, wherein the computer
2 generated condition is a randomly generated cautionary event including one of a crash, a spinout
3 and debris on the track and [..].
- 1 6-9. (Canceled).

1 10. (Original) The method of claim 1, wherein the first set of statistics
2 includes, for each race participant, one or more of remaining fuel, tire wear, vehicle wear, and a
3 relative order.

1 11. (Original) The method of claim 1, wherein the first set of statistics
2 includes driver attributes for each race participant.

1 12. (Original) The method of claim 11, wherein the driver attributes includes
2 at least one of aggressiveness, control and race history information.

1 13-15. (Canceled)

1 16. (Original) The method of claim 1, wherein the first set of statistics
2 includes a first order of race participants, and wherein the second set of statistics includes a
3 second order of race participants different from the first order.

1 17. (Original) The method of claim 16, wherein resuming includes displaying
2 at least a portion of the race participants in said second order.

1 18. (Original) The method of claim 16, wherein resuming includes restarting
2 the race with the participants in said second order.

1 19. (Currently Amended) A computer-readable medium including code for
2 controlling a processor to simulate game state changes responsive to an interrupt condition
3 during a race in a racing game, the code including instructions to:

4 automatically generate an interrupt condition;
5 retrieve a first set of statistics associated with a first game state from a database in
6 response to [[an]] said interrupt condition;
7 interrupt game play of the racing game in response to said interrupt condition;

8 calculate a second set of statistics associated with a second game state based on a
9 simulation of simulate events that occur after the first game state based on the first set of
10 statistics so as to produce a second set of statistics associated with a second game state; and
11 store the second set of statistics to the database.

1 20. (Original) The computer-readable medium of claim 19, wherein the
2 interrupt condition is based on user input.

1 21. (Original) The computer-readable medium of claim 19, wherein the
2 interrupt condition includes a user entered selection responsive to a computer generated interrupt
3 condition.

1 22. (Original) The computer-readable medium of claim 21, wherein the
2 computer-generated interrupt condition includes a yellow flag cautionary event, and wherein the
3 user entered selection includes a decision to make a pit stop.

1 23. (Currently Amended) The computer-readable medium of claim 19,
2 wherein the code further includes instructions to resume game play of the racing game in the
3 second game state.

1 24. (canceled)

1 25. (Currently Amended) The computer-readable medium of claim 19,
2 wherein the instructions to automatically generate the interrupt condition code further includes
3 instructions to generate the interrupt event based on a portion of the first set of statistics.

1 26. (New) The method of claim 1, wherein each set of statistics includes for
2 each of a plurality of race participants performance related statistics and attribute information.

1 27. (New) The method of claim 26, wherein the performance related statistics
2 includes for each race participant one or more of lap time, total time, and position relative to
3 each other race participant.

1 28. (New) The method of claim 26, wherein each race participant includes a
2 vehicle, and wherein the attribute information includes for each vehicle one or more of
3 aggressiveness of the driver, fuel level, vehicle wear, tire wear and suspension wear.

1 29. (New) A computer implemented method of simulating a complete race in
2 a racing game using game-related statistics, the method comprising:

3 downloading a first set of statistics for a plurality of race participants from a
4 remote server module in response to a request to simulate a complete race, wherein the first set
5 of statistics are associated with a beginning of the race; and

6 calculating a second set of statistics associated with an end of the race based on
7 the first set of statistics by simulating events that occur during the race,

8 wherein each set of statistics includes performance related statistics and attribute
9 information for each of the plurality of race participants.

1 30. (New) The method of claim 29, further including transmitting the second
2 set of statistics to the remote server module.

1 31. (New) The method of claim 29, wherein each race participant includes a
2 vehicle, and wherein the performance related statistics includes for each vehicle one or more of
3 lap time, total time, and position relative to each vehicle.

1 32. (New) The method of claim 29, wherein each race participant includes a
2 vehicle, and wherein the attribute information includes for each vehicle one or more of
3 aggressiveness of the driver, fuel level, vehicle wear, tire wear and suspension wear.

1 33. (New) The computer-readable medium of claim 19, wherein the
2 instructions to retrieve include instructions to download the first set of statistics from the
3 database over a network connection, and wherein the instructions to store include instructions to
4 transmit the second set of statistics to the database over the network connection.

Appl. No. Unassigned
Amdt. dated April 20, 2004
Preliminary Amendment

PATENT

- 1 34. The method of claim 1, wherein the plurality of race participants includes
- 2 one or more computer controlled race participants.